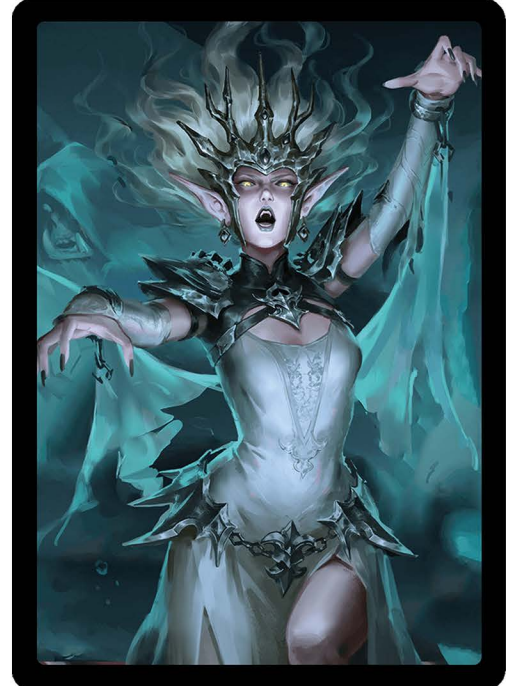
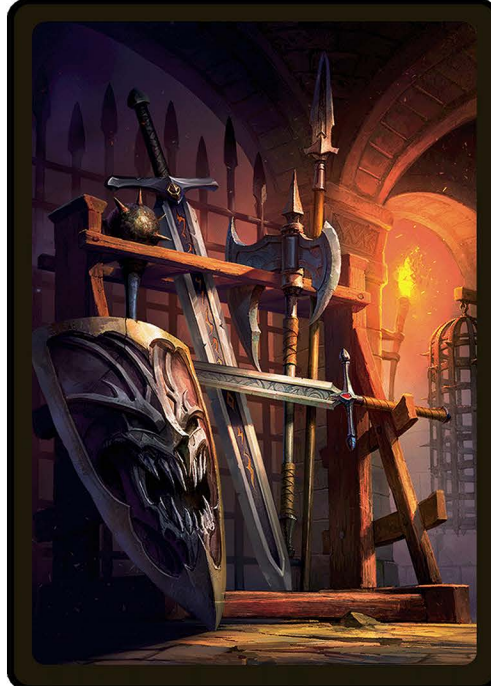
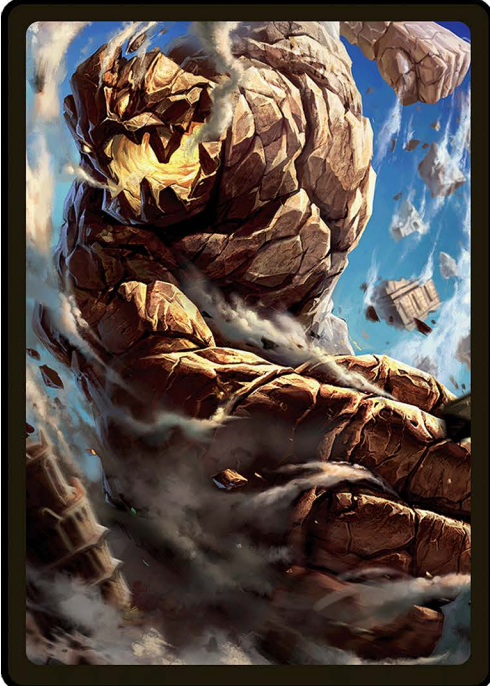
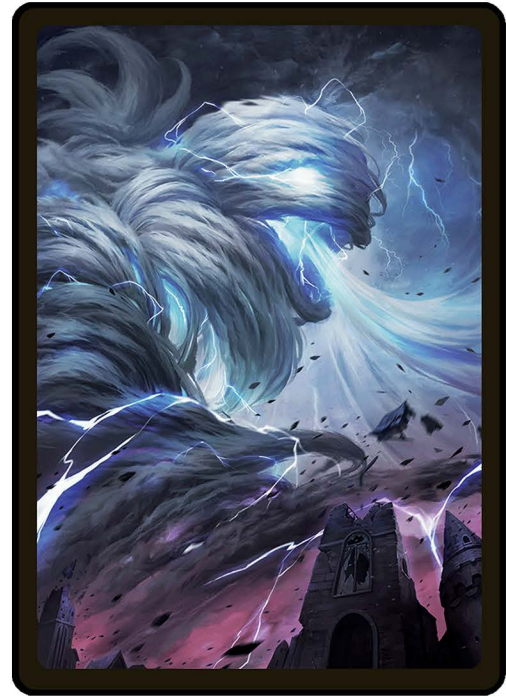
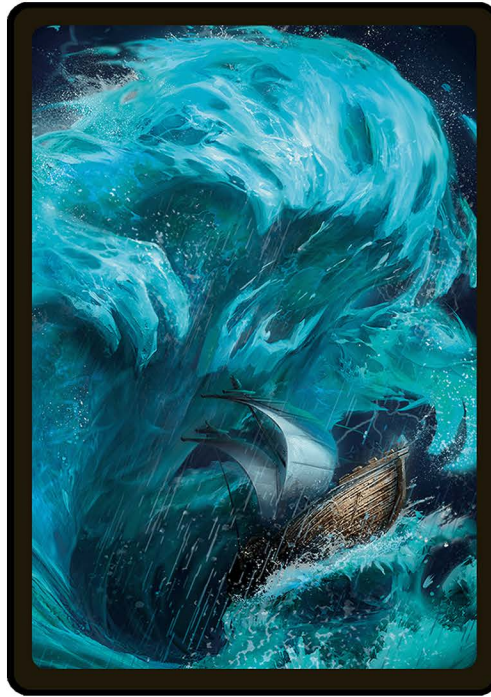
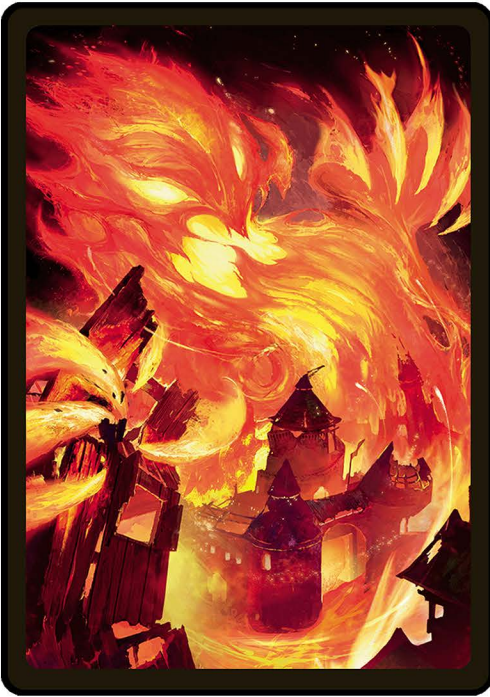
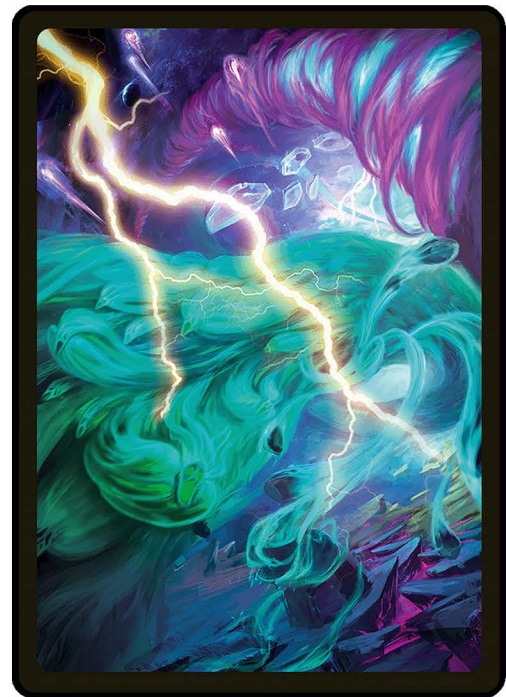
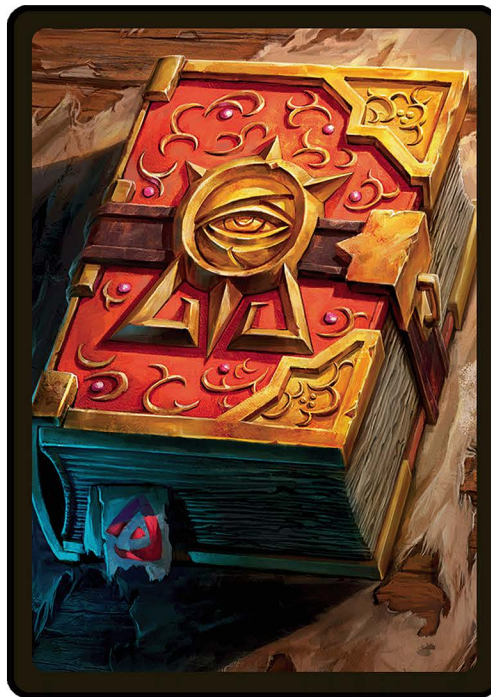
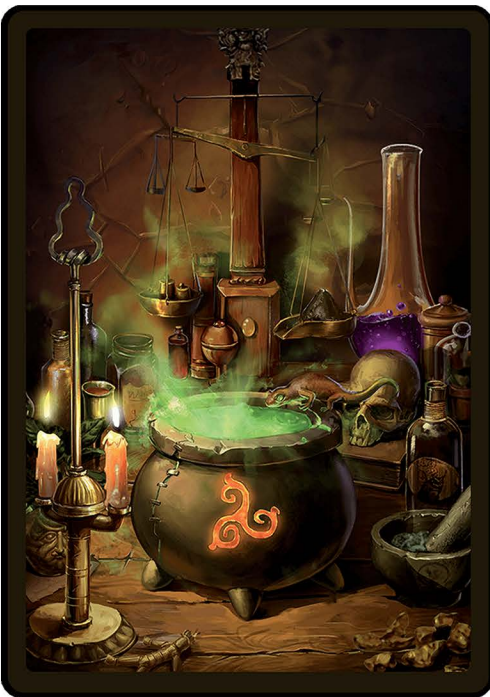






Spell Scroll



Heal Body—This spell may be cast on any one hero, including yourself. Its magical power immediately restores up to 4 lost Body Points but does not give a hero more than their starting number. Scroll crumbles to dust after it is used.

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Spell Scroll



Fire of wrath—This spell may be cast on any one monster, blasting it with flames. It inflicts 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. Scroll crumbles to dust after it is used.

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Spell Scroll



Courage—This spell may be cast on any one hero, including yourself. The next time that hero attacks, they may roll 2 extra combat dice. The spell is broken the moment the hero can no longer see a monster. Scroll crumbles to dust after it is used.

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Spell Scroll



Ball of flame—This spell may be cast on any one monster, enveloping it in a ball of fire. It inflicts 2 Body Points of damage. The monster then rolls 2 red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. Scroll crumbles to dust after it is used.

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Spell Scroll



Tempest—This spell creates a small whirlwind that envelops one monster of your choice. That monster then misses its next turn. Scroll crumbles to dust after it is used.

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Spell Scroll



Sleep—This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling 1 red die for each of its Mind Points. If a 6 is rolled, the spell is broken. May not be used against mummies, zombies, or skeletons. Scroll crumbles to dust after it is used.

© 2021 Hasbro.

Spell Scroll



Pass through rock—This spell may be cast on any one hero, including yourself. That hero may then move through walls on their next move. They may move through as many walls as their dice roll allows. Caution! There are shaded areas on each quest map, which indicate solid rock. If a hero ends their move in one of these areas, they are trapped forever! Scroll crumbles to dust after it is used.

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Spell Scroll



Genie—This spell conjures up a genie who does one of the following: opens any door on the board (revealing what lies beyond), or uses 5 combat dice to attack any monster within your line of sight. Scroll crumbles to dust after it is used.

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Spell Scroll



Ice Bridge—This spell creates a permanent bridge of Magic Ice tiles that enables heroes to cross over any pit, trap, chasm, crevasse, or icy square. *Scroll crumbles to dust once used.*

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Spell Scroll



Skate—This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to their red dice movement roll and may pass through monsters and heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

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Borin's Armor



Armor—This magical suit of plate mail gives you 2 extra Defend dice. Unlike normal plate mail, this mysterious, ultralight metal armor does not slow down its wearer. May be combined with the helmet and/or shield. May not be used by the wizard.

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Wizard's Staff



This long ancient staff glows with a soft blue light. It can be used only by the wizard, giving them 2 Attack dice and the ability to strike diagonally.

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Wizard's Cloak



This magical cloak made of shimmery fabric is covered with mystical runes. It can be worn only by the wizard, giving them 1 extra Defend die.

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Talisman of Lore



This magical medallion increases your Mind Points by 1 for as long as it is worn.

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Spirit Blade



Weapon—This magical broadsword has an eerie handle of carved bone. When using it, roll 3 Attack dice, or roll 4 if attacking an undead monster (skeleton, zombie, or mummy). May not be used by the wizard.

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Spell Ring



This ring enables a hero to cast one spell two times (not simultaneously). At the beginning of a quest, the wearer of this ring must declare which of their spells are stored in the ring.

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Ring of Return



When invoked, this magical ring returns all heroes that the ring wearer can see to the starting point of the quest. It can only be used once.

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Rabbit Boots



To jump over one discovered trap per turn, roll anything but a black shield on 1 combat die.

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Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a hero can see. Monster cannot defend. Dagger is lost once it is thrown.

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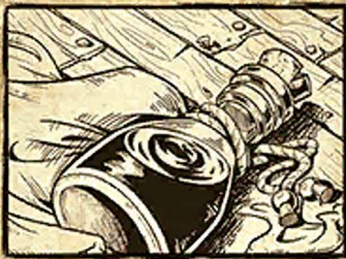
Fire Ring



Protects the wearer from any two Dread fire spells. Ring disappears after wearer has been protected from the second spell.

© 2021 Hasbro.

Elixir of Life



This small bottle of pearly liquid brings a dead hero back to life, restoring all of their Body and Mind Points. This potion can only be used once.

© 2021 Hasbro.

Dust of Disappearance



If tossed on any hero, this dust allows that hero to move past any monsters encountered on their next turn. May only be used once.

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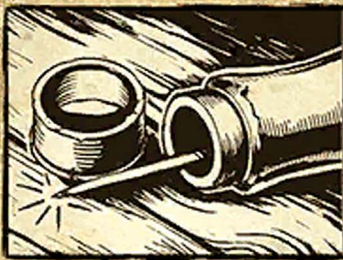
Arm Band of Healing



Restores 2 lost Body Points once per quest. If the wearer's Body Points are reduced to 0, use immediately.

© 2021 Hasbro.

Anti-Poison Quill



Restores any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

© 2021 Hasbro.

Rod of Telekinesis



Once per quest, you may use this rod to trap a monster within magical force. A trapped monster misses its next turn. The spell can be resisted immediately by the monster rolling 1 red die for each of their Mind Points. If a 6 is rolled, it resists the spell.

© 2021 Hasbro.

Ring of Return



When invoked, this magical ring returns all heroes that the ring wearer can see to the starting point of the quest. It can only be used once.

© 2021 Hasbro.

Dust of Disappearance



If tossed on any hero, this dust allows that hero to move past any monsters encountered on their next turn. May only be used once.

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Orc's Bane



Weapon—When using this magical shortsword, you roll 2 Attack die. You may attack twice if attacking an orc. May not be used by the wizard.

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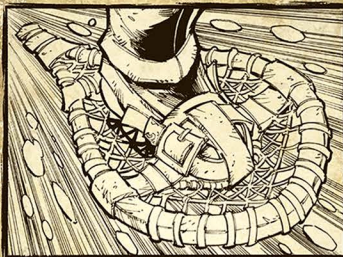
Wand of Magic



This magical wand allows a hero to cast two separate and different spells on their turn instead of one single spell.

© 2021 Hasbro.

Snowshoes of Speed



These magical snowshoes add 2 squares to a hero's movement, and they also negate the effects of slippery ice for as long as they are worn. These can be used only on quests in cold, icy regions.

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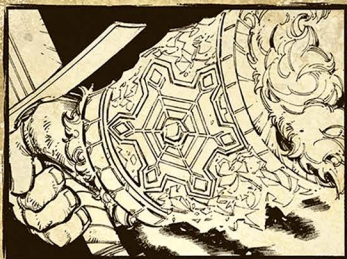
Ring of Warmth



This artifact grants its wearer immunity to the Chill spell, as well as to the effects of ice vaults and icy rivers.

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Armband of Ice



This powerful item grants its wearer immunity to Mind Freeze and Chill spells, plus immunity to damage from ice vaults and icy rivers for as long as it is worn. It also reduces the damage from an Ice Storm spell by 1 point, for the armband wearer only.

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Amulet of the North



This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body Points and 1 Mind Point to the Barbarian's totals.

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HEROQUEST

**You are the barbarian,
the greatest warrior of all.
But beware of magic for
your sword is no defense
against it.**



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Barbarian



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Movement..... 2 Red Dice
Starting Weapon..... Broadsword
Starting Armor..... None

Barbarian



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Movement..... 2 Red Dice
Starting Weapon..... Broadsword
Starting Armor..... None

Barbarian



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Movement..... 2 Red Dice
Starting Weapon..... Broadsword
Starting Armor..... None

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HEROQUEST

You are the bard.
Your spirit and songs inspire and invigorate your allies. You prefer to stay light on your feet so when you are wearing non-metal armor and not carrying a shield, you have 1 extra Defend die.



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Bard



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	5	4

Movement..... 2 Red Dice
Starting Weapon..... Rapier

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Lullaby



This spell puts one enemy into a deep sleep so they cannot move, attack, or defend themselves. The spell can be broken at once or on a future turn if the enemy rolls 1 red die for each of their Mind Points. If a 6 is rolled, the spell is broken. May not be used against mummies, zombies, or skeletons.

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Inspiring Tale



This spell may be cast on any one hero, excluding yourself. The next time that hero attacks, they may roll 1 extra combat die. Regain this spell when any hero you can see, excluding yourself, rolls Defend dice that result in 2 white shields.

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Healing Song



You and all the heroes that you see restore up to 2 lost Body Points each. The spell does not give a hero more than their starting number.

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HEROQUEST

You are the Berserker, a powerful fighter who grows stronger as the odds become more dire. You know how to channel pain and fury into deft power. Because you like to get up close and personal in combat, you do not use ranged weapons.



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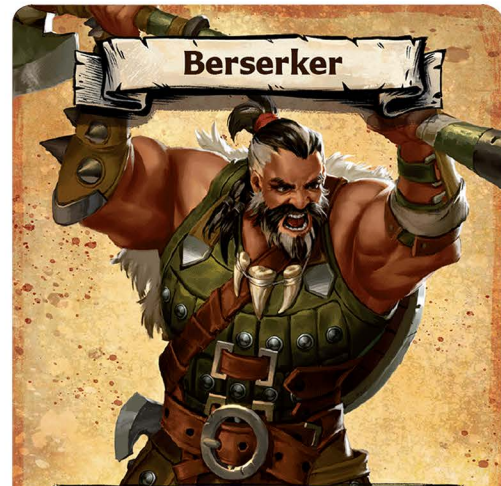
Berserker



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	7	2

Movement..... 2 Red Dice
Starting Weapon Broadsword

Berserker



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	7	2

Movement..... 2 Red Dice
Starting Weapon Broadsword



Berserker Skills

HEROQUEST

The Raptor is a faithful animal ally.
They're bonded to one hero and take their turn immediately following the turn of their allied hero. They can move, attack, and defend, but cannot perform other actions or use potions. They have a unique talent for opening doors.

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Raptor



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	2*	2	3	3

* The Raptor may move before and after making an attack.

Saberfang



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2*	3	5	1

* The Saberfang may attack diagonally.

Wolf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3*	2	5	1

Movement..... 10

* A wolf may attack diagonally

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Wolf



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	3*	2	5	1

* The wolf may attack diagonally.

HEROQUEST

You are the druid,
a woodland guardian and
healer. You are a powerful
physical combatant while us-
ing your *shapeshift* spell, but
you can be weak when your
resources are depleted.
A druid hero may not wear
metal armor.



Druid



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Movement..... 2 Red Dice

Starting Weapon..... Dagger

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Shapeshift



Shapeshift grants you 1 Defend dice and 1 extra Attack dice when attacking a monster that you are adjacent to. The spell is broken when the hero suffers 1 Body Point of damage. Regain this spell when your Body Points return to their starting number.

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Pixie



This spell conjures up a pixie who does one of the following: restore up to 2 Body Points that have been lost to one hero or search. The pixie reveals all traps and secret doors in any location you can see.

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Lifeforce



This spell may be cast on any one hero, including yourself. Its magical power immediately restores up to 4 lost Body Points, but it does not give a hero more than their starting number.

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HEROQUEST

You are the dwarf.
You are a good warrior and have the unique ability to disarm traps without a tool kit. To do so, you must avoid rolling a black shield on a combat die.



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Dwarf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	7	3

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... None

Dwarf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	7	3

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... None

HEROQUEST

You are the elf,
a master of both magic and the sword. You must use both well if you are to triumph. You have the power to cast three magical spells, all relating to one element.



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Elf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... None

Elf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... None

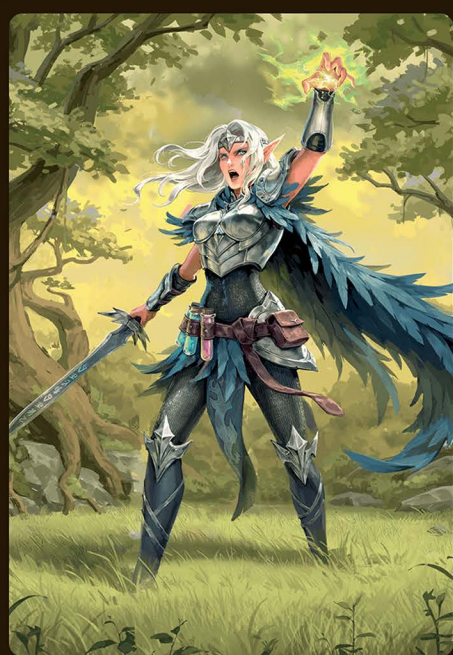
Elf



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... None

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HEROQUEST

You are the Explorer,
a tenacious adventurer with a knack for finding that which is hidden. You don't wear metal armor so as to nimbly avoid traps. Like the Dwarf, you're able to disarm traps without the use of a tool kit. When you do so, roll a combat die. If you roll a black shield, you fail; on any other roll result, you succeed.



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Explorer



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	5	5

Movement..... 2 Red Dice
Starting Weapon Handaxe

Explorer



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	5	5

Movement..... 2 Red Dice
Starting Weapon Handaxe



Explorer Skills

HEROQUEST

You are the Knight.
A well-trained armored fighter always ready to stand between allies and danger. Armor does not restrict your movement speed.

Knight



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	3	7	2

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... Shield

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Knight



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	3	7	2

Movement..... 2 Red Dice
Starting Weapon..... Shortsword
Starting Armor..... Shield

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The Swordsman



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
5	4	5	2	2

Cost..... 100 gold coins

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The Scout

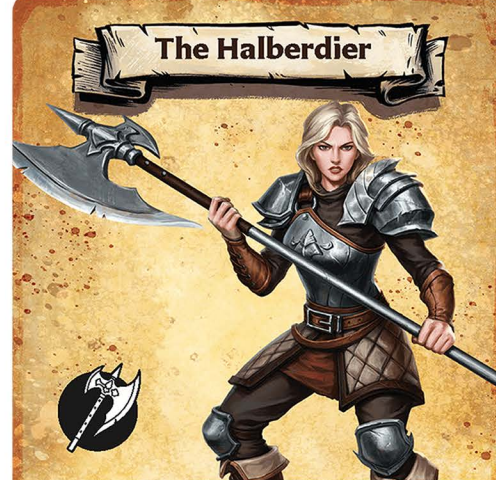


Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	2	3	2	2

Cost..... 50 gold coins
Special Ability..... Dwarf-like ability to remove traps

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The Halberdier



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

Cost..... 75 gold coins
Special Ability..... Can make diagonal attacks

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The Crossbowman

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

Cost..... 75 gold coins

Special Ability..... Wields a crossbow

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Arbalist

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

This mercenary uses a crossbow. When attacking adjacent monsters, they use a broadsword.

Cost per quest 75 gold coins

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Glaive

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	2

This mercenary can attack diagonally.

Cost per quest 75 gold coins

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Scout

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	2	3	2	2

This mercenary has the Dwarf's ability to detect and disarm traps.

Cost per quest 50 gold coins

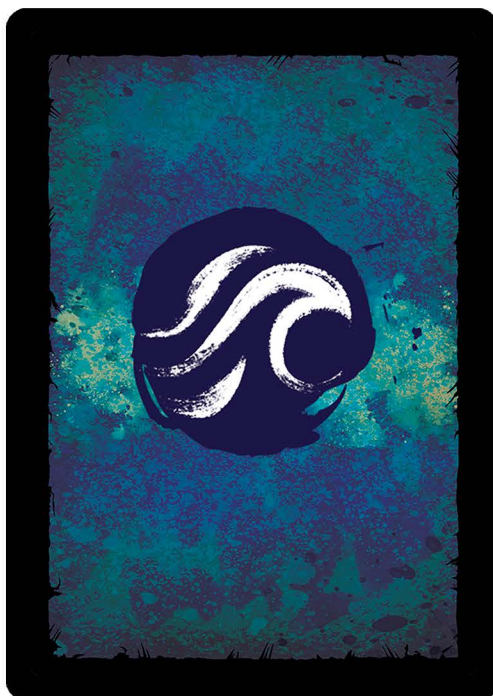
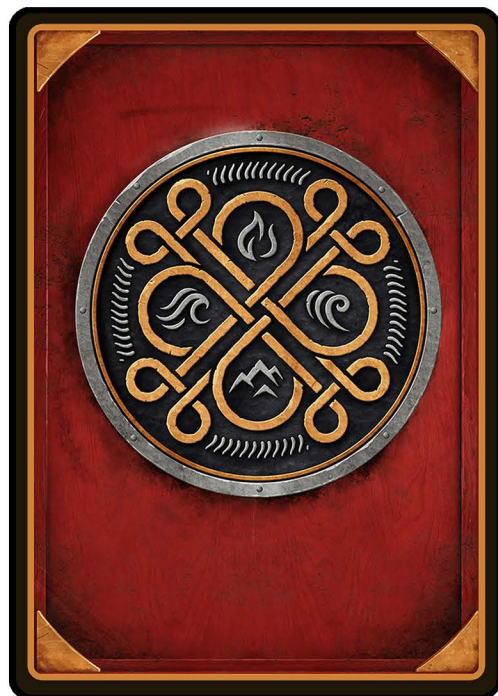
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Striker

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
5	4	5	2	2

Cost per quest 100 gold coins

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HEROQUEST

You are the Monk, a student of unarmed combat techniques formed in reverence of the elements. You refuse to use armor or shields, instead relying on your heightened grace and agility. You may only wield daggers, crossbows, handaxes, shortwords, and staves.

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Monk

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	3	6	4

Movement..... 2 Red Dice

*When attacking unarmed, roll one additional Attack die.

Monk

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1*	3	6	4

Movement..... 2 Red Dice

*When attacking unarmed, roll one additional Attack die.

Abomination

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	3	2	3

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Assassin

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	5	3	2	3

Each Assassin may attack diagonally.

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Blightcrawler

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	4

Spawn. Agile. Venomous.

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Blightweaver

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	1	2

Each Blightweaver may cast each of the following Dread spells once per quest: Channel Dread and Creeping Grasp.

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Bloomrot Scion

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	?*	?	?	0

Crystal Cluster



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	0	0	6	0

Dragon



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	5	5	7	6

The dragon uses Draconic Flight and may cast Ball of Flame at will.

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Dread Cultist



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	1	2

Each Dread Cultist may cast each of the following Dread spells once per quest: Dreadlights and Channel Dread.

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Dread Sorcerer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
?	?	?	?	?

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Dread Skull



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	2	0	1	0

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Dread Warrior



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	3

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Dread Wraith



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	6	4	5	5

Each Dread Wraith is ethereal and may cast each of the following Dread spells once per quest: Dreadlights, Channel Dread, Fear, and Summon Specters.

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Elven Archer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	4(1)	2	3	2

Elven archers roll 4 combat dice when attacking non-adjacent targets in their line of sight. They roll only 1 combat die attacking adjacent targets.

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Forgeheart Golem



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	5	?	0

Gargoyle



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	4	5	3	4

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Giant Ape



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	3	7	5

Agile.

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Goblin Archer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2*	1	1	1

*Against non-adjacent targets.
The Goblin Archer rolls 1 Attack die against adjacent targets.

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Goblin



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	1	1	1

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Magus Guard



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	4	3	3

Each Magus Guard may cast each of the following Dread spells once per quest:
Ball of Flame and Tempest.

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Mummy



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	3	4	2	0

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Ogre Warrior



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	5	4	5	1

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Ogre Mercenary

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	4	4	1

Cost 150 gold coins

Ogre Lord



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	6	6	10	5

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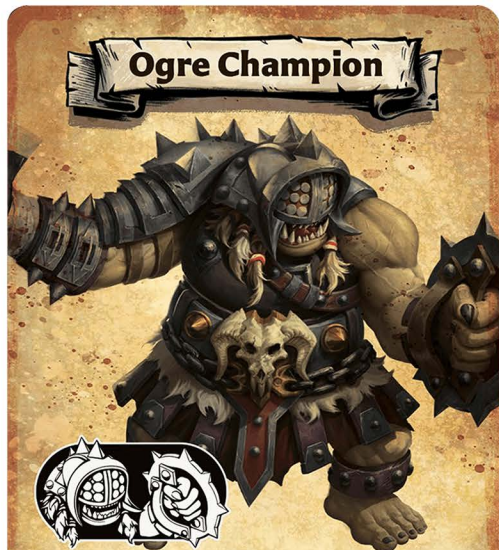
Ogre Commander



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	6	5	6	2

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Ogre Champion



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	5	4	6	1

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Orc



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	3	2	1	2

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Orc Archer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	3*	2	1	2

*Against non-adjacent targets.
The Orc Archer rolls 1 Attack die against adjacent targets.

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Raptor



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	3	2	2	3

Clever Tactician.

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Serpent



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	3	6	3

Spawn. Venomous.

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Sir Ragnar



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
?	?	5	?	?

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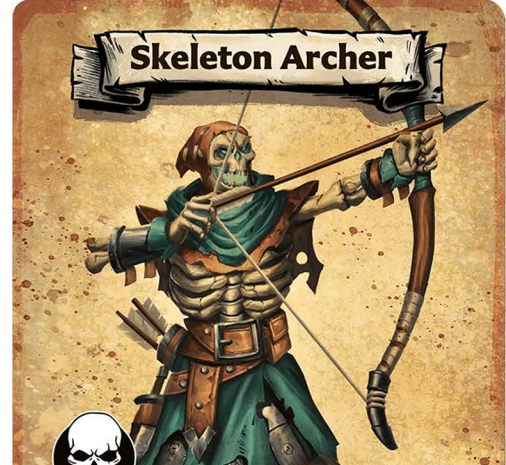
Skeleton



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	2	2	1	0

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Skeleton Archer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	2*	2	1	0

*Against non-adjacent targets.
The Skeleton Archer rolls 1 Attack die against adjacent targets.

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Skullblight



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3	2	2	0

Entangling Roots.

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Spawnling



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
3	0	0	1	0

Venomous. Agile.

If a hero ends their turn with a Spawnling tile on their card, they take 1 Body Point of damage for each Spawnling attached to them. This damage cannot be defended against.

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Specter



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	3	3	1	0

Each Specter is undead, ethereal, and may cast the following Dread spell at will: Channel Dread.

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Tendrils



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3*	2	2	0

Venim



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	5	5	-	-

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Witch Lord



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
?	?	?	?	?

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Zombie



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
5	2	3	1	0

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Gothar



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	2	4

Movement..... 6 Squares

Gawr



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	4	5	3	4

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Merchant



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	0	2	2	0

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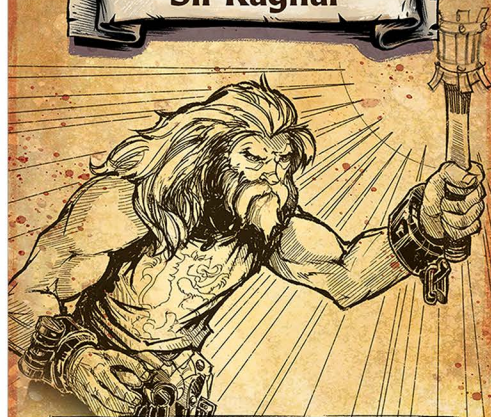
Revelroot



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	0	3	2	1

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Sir Ragnar



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
0	2	2	0

Movement..... 1 Red Dice
Starting Weapon..... None
Starting Armor..... None

HEROQUEST

You are the Rogue,
*a nimble skirmisher who is
deadly with small blades,
but you lack the ability to
use metal armor and shields.
Equipped with your trusty
bandolier, you are always
prepared for danger.*



Rogue



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Movement..... 2 Red Dice
Starting Weapon..... Dagger

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Rogue



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Movement..... 2 Red Dice
Starting Weapon..... Dagger

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Genie



This spell conjures up a genie who does one of the following:
opens any door on the board
(revealing what lies beyond)
or uses 5 combat dice to attack
any monster within your line
of sight.

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Tempest



This spell creates a small
whirlwind that envelops
one monster of your choice.
That monster then misses its
next turn.

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Pass Through Rock



This spell may be cast on any one
hero, including yourself. That hero
may then move through walls on
their next move. They may move
through as many walls as their
dice roll allows. Caution! There are
shaded areas on each quest map
that indicate solid rock. If a hero
ends their move in one of these
areas, they are trapped forever!

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Fire of Wrath



This spell may be cast on any one monster, blasting it with flames. It inflicts 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using 1 red die.

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Ball of Flame



This spell may be cast on any one monster, enveloping it in a ball of fire. It inflicts 2 Body Points of damage. The monster then rolls 2 red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

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Veil of Mist



This spell may be cast on any one hero, including yourself. On the hero's next move, they may move unseen through spaces that are occupied by monsters.

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Sleep



This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling 1 red die for each of its Mind Points. If a 6 is rolled, the spell is broken. May not be used against mummies, zombies, or skeletons.

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HEROQUEST

You are the warlock,
a magical artillerist who
has bonded with a sinister
creature, allowing you to
assume its winged form. Let
your allies protect you while
you deal damage from afar.

*Counts as wizard hero in
terms of which weapons,
artifacts, and equipment
they can use.*



Warlock



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	5

Movement..... 2 Red Dice
Starting Weapon..... Wand

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Fear



This spell causes any one monster to become so fearful that their attacks are reduced to 1 combat die. The spell can be broken on a future turn by rolling 1 red die for each of their Mind Points. If a 6 is rolled, the spell is broken.

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Dark Wings



Cast this spell on an enemy's turn after you have suffered damage. Reduce that damage to 0 and move instantly to any unoccupied square you can see.

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Demonform



The warlock ignores pit traps and may roll 1 extra combat die each time they attack, until the spell is broken. The spell is broken when the hero suffers 1 Body Point of damage. Regain this spell when you reduce a monster's Body Points to 0.

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HEROQUEST

You are the wizard.
You have the ability to cast many different spells. However, you cannot wear armor or use large weapons. Therefore, you must cast your spells wisely and avoid physical combat where you are weak.



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Wizard



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Movement..... 2 Red Dice
 Starting Weapon..... Dagger
 Starting Armor..... None

Wizard



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Movement..... 2 Red Dice
 Starting Weapon..... Dagger

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Wizard



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Movement..... 2 Red Dice
 Starting Weapon..... Dagger
 Starting Armor..... None